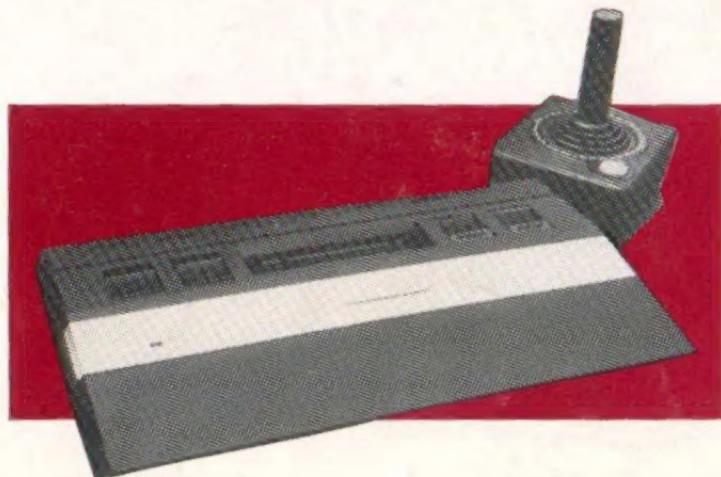




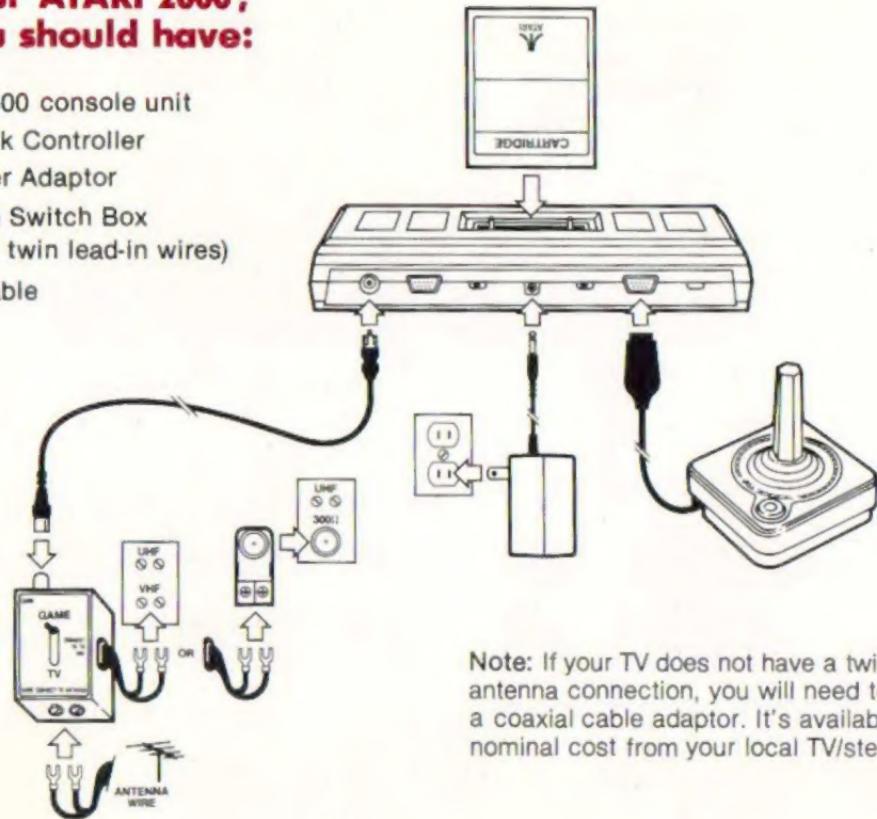
# 2600™

THE WORLD'S MOST POPULAR  
VIDEO GAME SYSTEM



## When you unpack your ATARI 2600, you should have:

- ATARI 2600 console unit
- 1 Joystick Controller
- AC Power Adaptor
- TV/Game Switch Box  
(with flat twin lead-in wires)
- Video Cable



Note: If your TV does not have a twin-lead antenna connection, you will need to purchase a coaxial cable adaptor. It's available at nominal cost from your local TV/stereo stores.

# ATARI 2600

## Step-By-Step Installation

1. A flat screwdriver is all you will need to install the TV/GAME SWITCH BOX. Look at the back of your TV set and note which antenna configuration you have: flat, twin-lead VHF (two screws) or round coaxial cable (short round screw):
  - a Standard VHF: Disconnect your VHF antenna cable from the TV and attach it to the TV side of the switch box. Connect the switch box antenna to the VHF screws on the TV.
  - b Coaxial cable: Disconnect your antenna cable from the TV set. Attach the flat switch box antenna to the two screws on the cable adaptor, then plug the adaptor onto the round VHF screw on the TV.
  - c Slider switch: Connect the switch box same as either (a) or (b) above, then set the switch to the side marked "300 ohm" or "300Ω".
2. The switch box lets you change from game mode to normal TV reception, without having to remove the box each time\*. Simply move the switch to "GAME" to play, and remember to return the switch to "TV" before watching television.
3. Plug the fluted end of the VIDEO CABLE into the game console; plug the straight end into the GAME side of the switch box.
4. Plug the round end of the AC POWER ADAPTOR into the power jack on the game console; plug the square end of the power adaptor into a regular wall socket.
5. Set the CHANNEL SELECTOR on the back of the game console to "2" or "3" (depends on your TV reception area).
6. Plug the JOYSTICK into the "Left Controller" port.
7. Set the "TV TYPE" switch to "Color" or "BW" (Black and White).
8. Insert a game cartridge into the cartridge slot in the center of the console. Make sure it's firmly seated, but DO NOT FORCE IT.
9. Turn on the TV; set it to channel 2 or 3.
10. Switch on the game console POWER. Always turn the console power OFF when inserting or removing a game program cartridge.

\*If you have coaxial house antenna, you'll have to disconnect the switch box adaptor and reconnect your antenna to the back of the TV before watching television.

## **In order to keep your ATARI 2600 in good working condition, please note the following:**

- Always turn the POWER switch OFF before inserting or removing a game cartridge.
- Don't expose the console, controllers, or cartridges to extreme heat.
- Keep liquids away from the cartridge slot.
- Use of any AC Power Adaptor other than the one designed for use with your 2600 can damage the electronic parts of the system.
- Clean the exterior parts of the console with a soft, slightly damp cloth.

### **FCC NOTICE**

This equipment generates and uses radio frequency energy, and if it is not installed properly, it may cause interference to radio and television reception. It has been type-tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Sub-part J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, try to correct the interference by one or more of the following methods:

- Reorient the receiving antenna.
- Relocate the computer with respect to the receiver.
- Move the computer into a different outlet so that the computer and receiver are on different branch circuits.

**ATARI®**

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